NES-OF-USA

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Fisher-Price
Firehouse Rescue

INSTRUCTION BOOKLET

MESSAGE TO PARENTS

Now, children ages 3 to 8 have their "very own" Nintendo game, one that is entertaining and simple for young fingers to manipulate, while educational and stimulating to challenge young minds. Firehouse Rescue helps children develop skills in decision-making, hand-eye coordination, maze navigation, recall of details, and working within a time limit.

This game has been designed under the direction of child care experts, educators, parents, and children at Fisher-Price®'s Play Laboratory. We feel certain your child will share their enthusiasm.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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Firehouse Rescue

Firehouse Rescue is an imaginative, role-playing Nintendo game of navigation and rescue for ages 3 to 8 designed by GameTek® and Fisher-Price®. A child can enjoy game play at several levels of difficulty, beginning with simple, single-screen mazes with 1- to 2-character rescues, and progressing to the more advanced multi-screen mazes with 4-character rescues.

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HOW TO USE THE CONTROLLER

CONTROL PAD

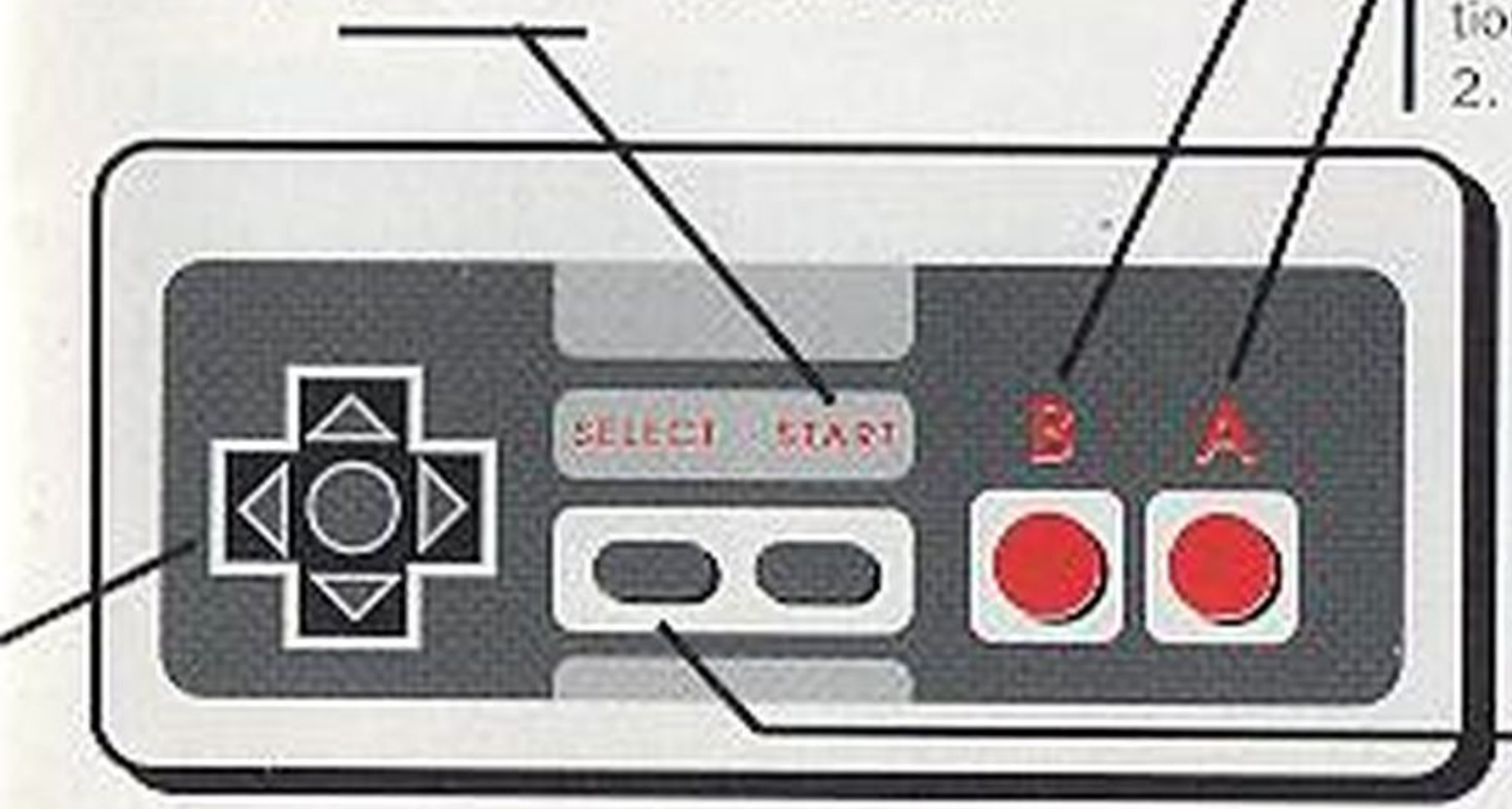
1. Press the black arrow buttons (⬅ or ➡):
   a. To select Game Play or Instructions.
   b. To select level of play.
   c. To position the fire truck under the people or pets to be rescued.

2. Press the black arrow buttons (⬆ , ⬇ , ⬅ or ➡) to move the fire truck in the directions you want it to take along the paths.

START BUTTON

Press the black START BUTTON:

1. To lock in Game Play/Instructions selection.
2. To exit the instruction screens at any time.
3. To display each new maze on a level.



BUTTON B

Not Used.

BUTTON A

Press the red BUTTON A:

1. To go from one instruction screen to the next one.
2. To confirm level selections and open the firehouse door.
3. To bring the people or pets down the fire truck ladder.
4. To pick up the flashing key on Level 4.

SELECT BUTTON

Not used.

SETTING UP THE GAME

1. Plug Controller #1 into your Nintendo Entertainment System. Insert the Game Pak and press down until you hear a click.

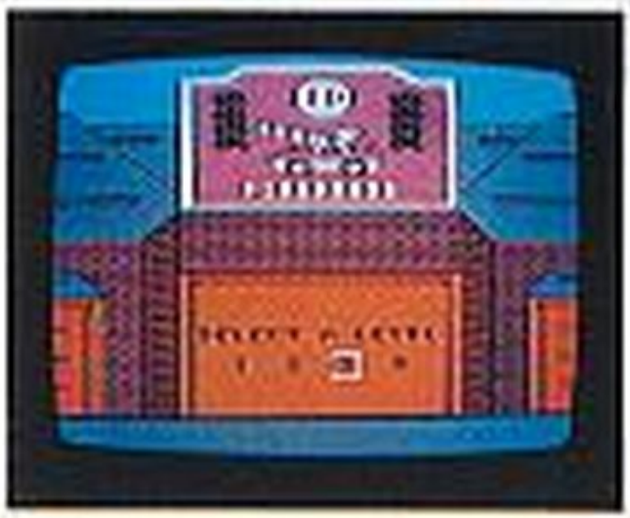
2. Press the POWER BUTTON. The red light next to it will go on.

3. After the game title animation is finished, the GAME PLAY/INSTRUCTIONS screen comes on. Use the black DOWN/UP ARROW BUTTONS [⬇,⬆] to move the selection arrow on the screen to your choice.

4. Once you have selected your option, press the red BUTTON A to advance to the next screen.

5. If the INSTRUCTIONS option is selected, a series of instruction screens appears. Press the red BUTTON A to advance these screens.

6. If GAME PLAY is selected, the next screen is the LEVEL SELECTION screen.



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LEVELS OF PLAY

The LEVEL SELECTION screen appears on the firehouse door. The game has four levels of play, or difficulty. Start at the level which will provide a successful, fun experience before attempting the challenge of a higher level. Use the black RIGHT or LEFT ARROW BUTTON (➡ , ⬅) to select the level. Press BUTTON A to confirm this and begin the game. This brings up the first maze on the selected level. The levels are as follows:

1. Level One

a. Level One consists of 2 single-screen and 2 double-screen mazes.

b. Each maze has one house, with no time limit.

c. You will have the chance to rescue a pet in a tree or Little People in the FLASHING HOUSES.

2. Level Two

a. Level Two consists of 3 multi-screen mazes.

b. All the mazes have two houses, with no time limit.

c. When you rescue the Little People in the first flashing house, you must continue on to the second FLASHING HOUSE to complete the maze.

d. The mazes in Level Two are developmentally more difficult than those in Level One.

3. Level Three

a. Level Three uses the same mazes as Level Two, but has the added challenge of a 50-second time limit.

b. Your time is kept by the two numbers at the bottom of the screen. These numbers count

backward from 50 to 00 while you are traveling through the maze and completing your rescue.

c. If time should run out before you have rescued the Little People, you will be able to try the maze again.

4. Level Four

Level Four is the same as Level Three, but has the added challenge of a hidden flashing key that you must locate and pick up before entering the FLASHING HOUSE.

HOW TO PLAY THE GAME

LEVEL ONE

1. Once the fire truck leaves the firehouse and enters a maze, use any of the 4 black ARROW BUTTONS (⬆ , ⬇ , ⬅, or ➡) to choose the direction you want the fire truck to take along the paths. On double-screen mazes, the screen will scroll automatically as the fire truck heads along the path.

2. The house you are trying to reach will *flash the word* HOUSE. This indicates the house that needs your rescue help.

3. When you drive up to the house, the screen will automatically change to show either a pet in a tree or Little People in the windows.

4. Use the LEFT or RIGHT ARROW BUTTON (⬅ or ➡) to position the fire truck's ladder *directly*

under either the pet in a tree or the Little People in the windows waiting to be rescued. Then press the red BUTTON A to rescue them. Once they come down the ladder, they go off the screen.

5. A rescue is considered complete when there is no one waiting to be rescued. There is no time limit to complete each maze or rescue.

6. The firehouse screen reappears, with instructions to press the START button to try the next rescue on Level One.

7. When all 4 mazes on Level One are completed, a congratulations screen appears, welcoming the player to the force as a FIRE FIGHTER.

8. Press the START BUTTON to bring up the Level Selection screen.

LEVEL TWO

1. Play is like Level One except that there are 3 multi-screen mazes with 2 houses in each maze.

2. Move the fire truck as in Level One. When you reach a path that goes off the screen [➡], the screen automatically scrolls to the next section of the maze.

3. You must take the fire truck to the flashing house first and complete the rescue as on Level One. When the rescue is complete at this house, you must move the truck through the maze to the second flashing house and complete the rescue there.

4. There is no time limit to complete each maze or rescue. A rescue is considered complete when there is no one waiting to be rescued.

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5. When all 3 mazes on Level Two are completed, a congratulations screen appears, announcing that you have been promoted to Lieutenant.

6. Press the START BUTTON to bring up the Level Selection screen.

LEVEL THREE

1. Level Three is played like Level Two, but has the added challenge of a 50-second time limit.

2. Move the truck as in Level One. When you get to a point where the path goes off the screen, the screen automatically scrolls to the next section of the maze.

3. Your time is kept by the 2 numbers located at the bottom of the screen. If time runs out before you have completed your maze and rescue, you will be asked to try again.

4. When all 3 mazes on Level Three are completed, a congratulations screen appears, announcing that you have been promoted to Captain.

5. Press the START BUTTON to bring up the Level Selection screen.

LEVEL FOUR

1. Level Four is played like Level Three, but has the added challenge of a hidden flashing key that appears in random locations in each maze.

2. You must drive your fire truck through the maze to pick up the key before you head to the first FLASHING HOUSE and make your first rescue.

3. A second key then appears and must be picked up before you can go to the second FLASHING HOUSE.

4. When all 3 mazes on Level Four are completed, a congratulations screen appears, announcing that you have been promoted to Fire Chief.

5. Press the START BUTTON to return the Level Selection screen if you want to play again or press the POWER BUTTON if you are finished playing.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180, (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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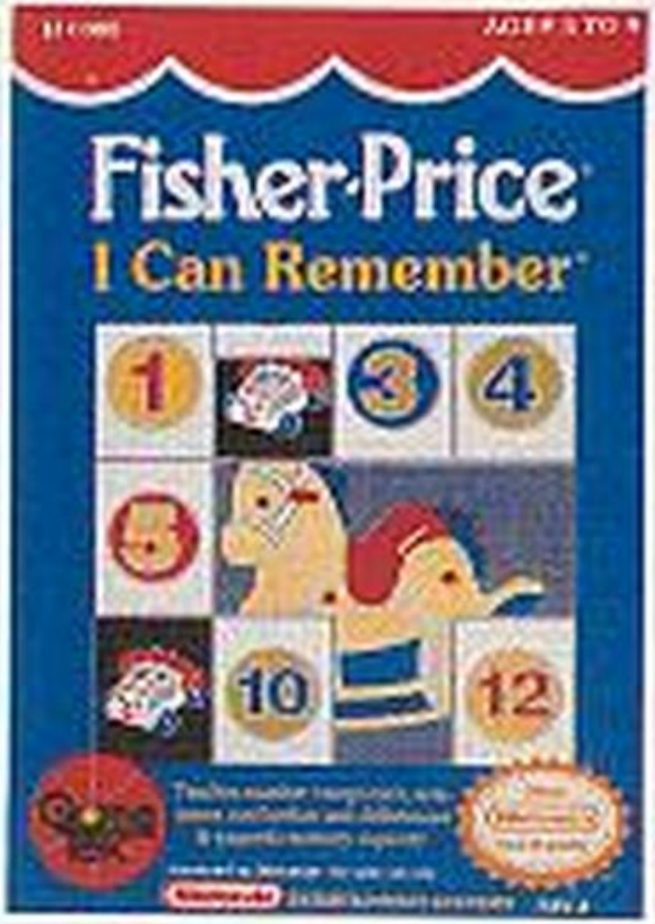
LOOK FOR THESE OTHER EXCITING KIDS', TEENS', AND FAMILY GAMES FROM GAMETEK!

I CAN REMEMBER

This absorbing and involving program gives preschoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.



PERFECT FIT

Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!

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WHEEL OF FORTUNE® JUNIOR EDITION — With all the excitement of the hottest game show on TV, kids to teens have great fun spinning for consonants, buying vowels, and solving puzzles...while trying to avoid going bankrupt!

JEOPARDY!® JUNIOR EDITION — This exciting, fun-filled version of the popular TV show has questions and answers that kids to teens are curious about, with competition against friends or against the computer.

DOUBLE DARE™ — Kids to teens test their minds on subjects from rock to rocks, and test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action, Double Dare is Double Challenge and Double Dare is Double Fun!

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WHEEL OF FORTUNE® FAMILY EDITION — Everybody's favorite TV game show has an all-new edition. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family fun!

JEOPARDY!® 25th ANNIVERSARY EDITION — Be the first to press the buzzer and guess the "questions" to almost 2,000 "answers" as you celebrate the Silver Anniversary of the 2nd highest rated game show on TV. Great fun and a great challenge!

HARLEM GLOBETROTTERS® — The world's Clown Princes of Basketball™ bring their hilarious antics to Nintendo game play. One to 4 players can compete, trying the trick shots and outrageous passes that have made the Globetrotters famous. It's non-stop action and non-stop fun!

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For technical assistance or game play support, please call GameTek Customer Service at 1-305-935-3995.
Hours are 8:00AM-5:00PM Eastern time, Monday through Friday. Sorry, no collect calls.